

## CLAIMS

What is claimed is:

- 1 1. A method comprising:  
2 initializing a pseudo-random number generator (PRNG);  
3 obtaining local seeding information from a host;  
4 securely obtaining additional seeding information from one or more remote and  
5 independent entropy servers; and  
6 stirring the PRNG with the local seeding information and the additional seeding  
7 information.
- 1 2. The method of claim 1, wherein the initializing a PRNG comprises initializing the  
2 internal state of the PRNG with a random value.
- 1 3. The method of claim 2, wherein the random value is a seed.
- 1 4. The method of claim 1, wherein the securely obtaining seeding information from  
2 the one or more remote and independent entropy servers is repeated for redundant  
3 entropy servers.
- 1 5. The method of claim 1, wherein the one or more remote and independent entropy  
2 servers maintain random state pool to supply the host with the random value.
- 1 6. The method of claim 1, wherein the securely obtaining seeding information from  
2 the one or more remote and independent entropy servers may include using a  
3 privacy protocol.

- 1 7. The method of claim 6, wherein the privacy protocol comprises secure sockets  
2 layer (SSL) protocol.
- 1 8. The method of claim 6, wherein the privacy protocol comprises transport layer  
2 security (TLS) protocol.
- 1 9. The method of claim 1, wherein the stirring the PRNG comprises producing a  
2 cryptographically random stream of bits.
- 1 10. A method for communicating information between a host and a server in the  
2 absence of standard privacy protocols comprising:  
3 generating a temporary asymmetric key pair at the host, wherein the temporary  
4 asymmetric key pair includes a temporary public key and a corresponding  
5 temporary private key;  
6 encrypting the temporary public key with the server's public key;  
7 sending the encrypted temporary public key from the host to the server;  
8 decrypting the host's temporary public key with the server's private key at the  
9 server;  
10 generating random data at the server;  
11 encrypting the random data with the host's temporary public key;  
12 sending the encrypted random data from the server to the host;  
13 decrypting the encrypted random data using the host's temporary private key at  
14 the host; and

15 stirring a pseudo-random number generator of the host using the random data  
16 generated by the server.

1 11. The method of claim 10, wherein the public key is a published number.

1 12. The method of claim 10, wherein the private key is a secret number.

1 13. The method of claim 10, wherein the host is a local host.

1 14. The method of claim 10, wherein the server is a remote entropy server.

1 15. The method of claim 10, wherein the pseudo-random number generator  
2 cryptographically generates pseudo-random numbers.

1 16. The method of claim 15, wherein the pseudo-random numbers are a stream of  
2 bits.

1 17. An entropy enhancing system comprising:  
2 a local system comprising a pseudo-random number generator (PRNG); and  
3 one or more remote independent systems comprising entropy servers.

1 18. The entropy enhancing system of claim 17, wherein the local system generates  
2 local seeding information.

1 19. The entropy enhancing system of claim 17, wherein the one or more remote  
2 independent systems generate remote seeding information.

1 20. The entropy enhancing system of claim 17, wherein the entropy servers are  
2 machines.

1 21. The entropy enhancing system of claim 17, wherein the entropy servers are  
2 software.

